

Figure 1

142  
150  
170  
185  
190  
144  
155  
160  
165  
195  
175

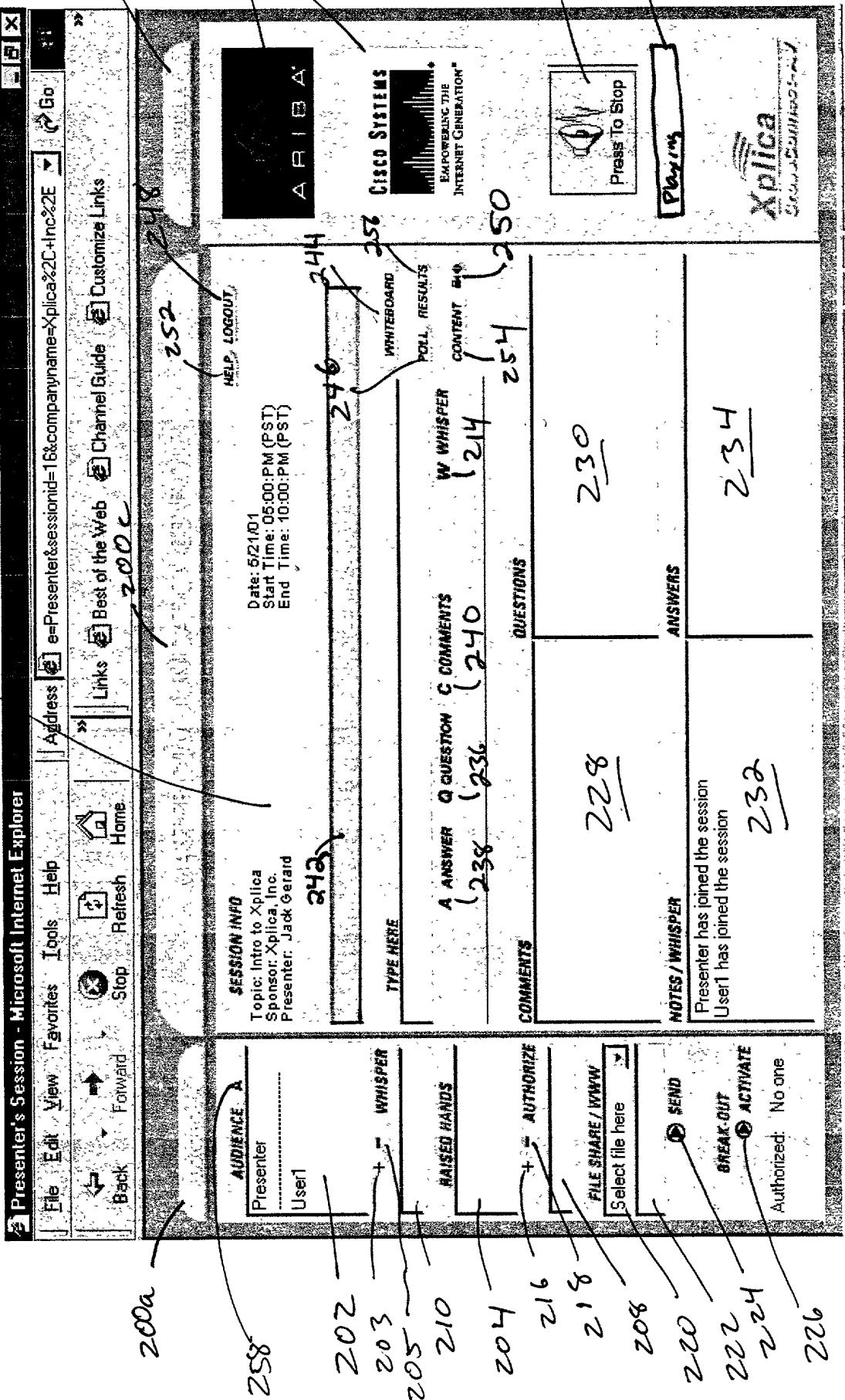


Fig 2

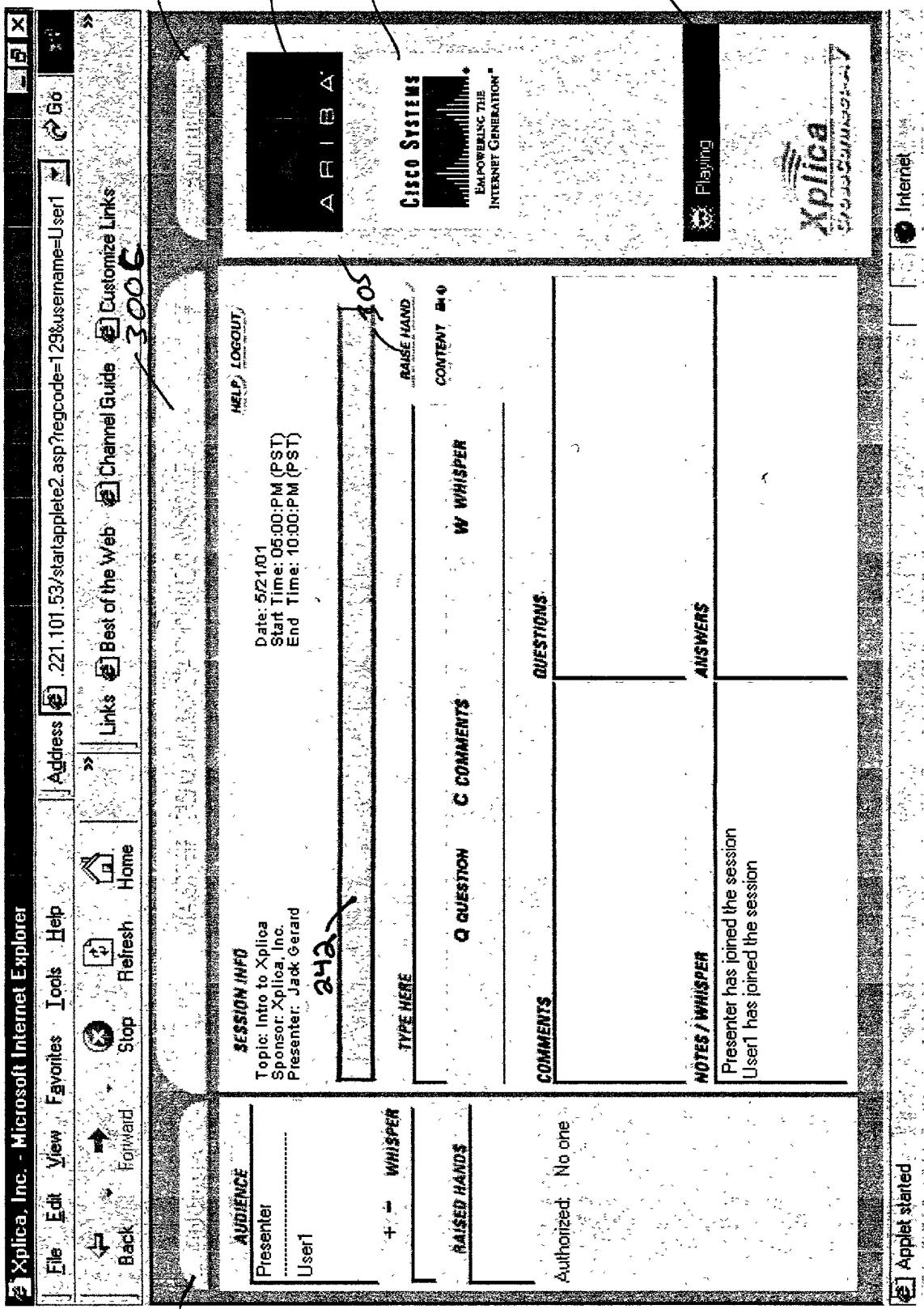


Fig 3

415 425 430 440 450 460 470 480 490 492 494 496 498 499 400a

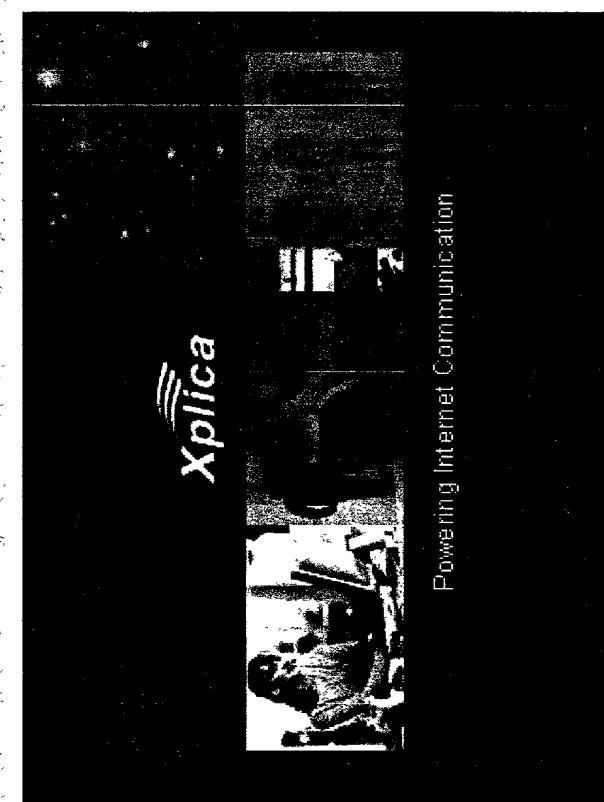
White Board

415 → 420  
425 → 410  
465 → 475  
450 → 470  
485  
486

Send

Authorized: No one

Hand Raisers



Powering Internet Communication

EX

405

Warning: Applet Window

PREVIOUS  Xplica Overview  NEXT  CLOSE

435 430 440

Fig Ha

485

400b



Figure 4b

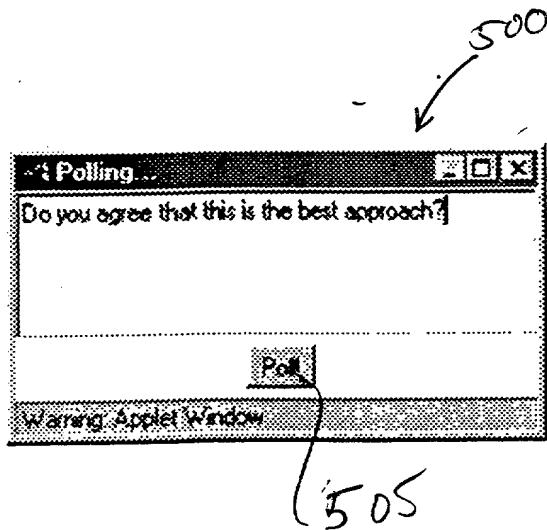


Figure 5a

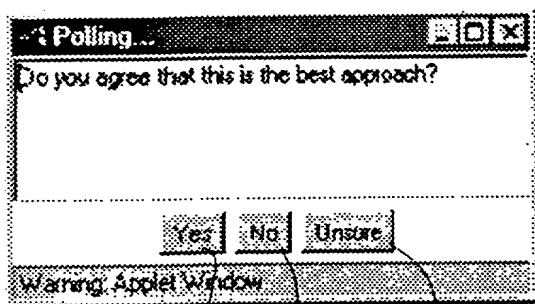
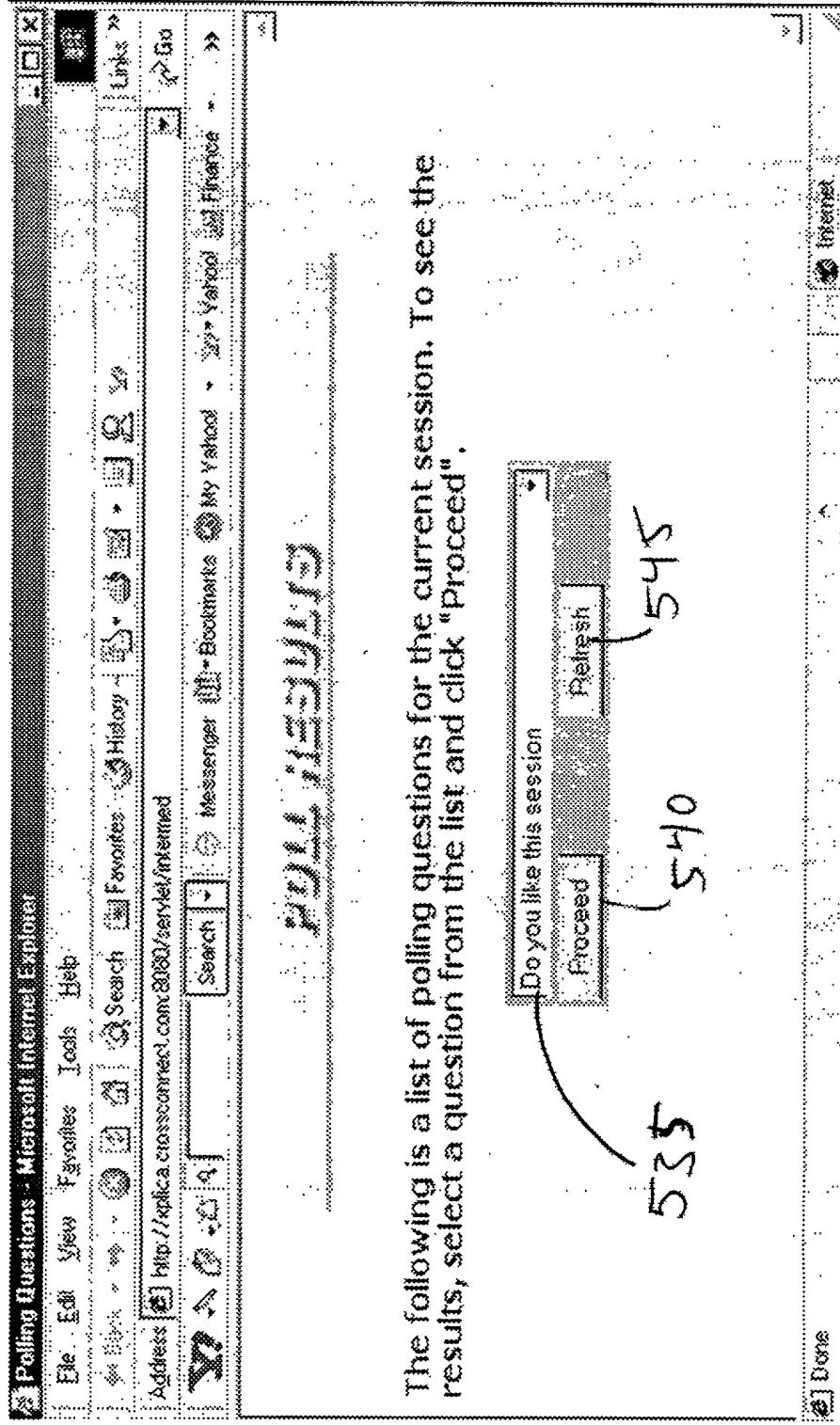


Figure 5b

530



The following is a list of polling questions for the current session. To see the results, select a question from the list and click "proceed".

Figure 5c

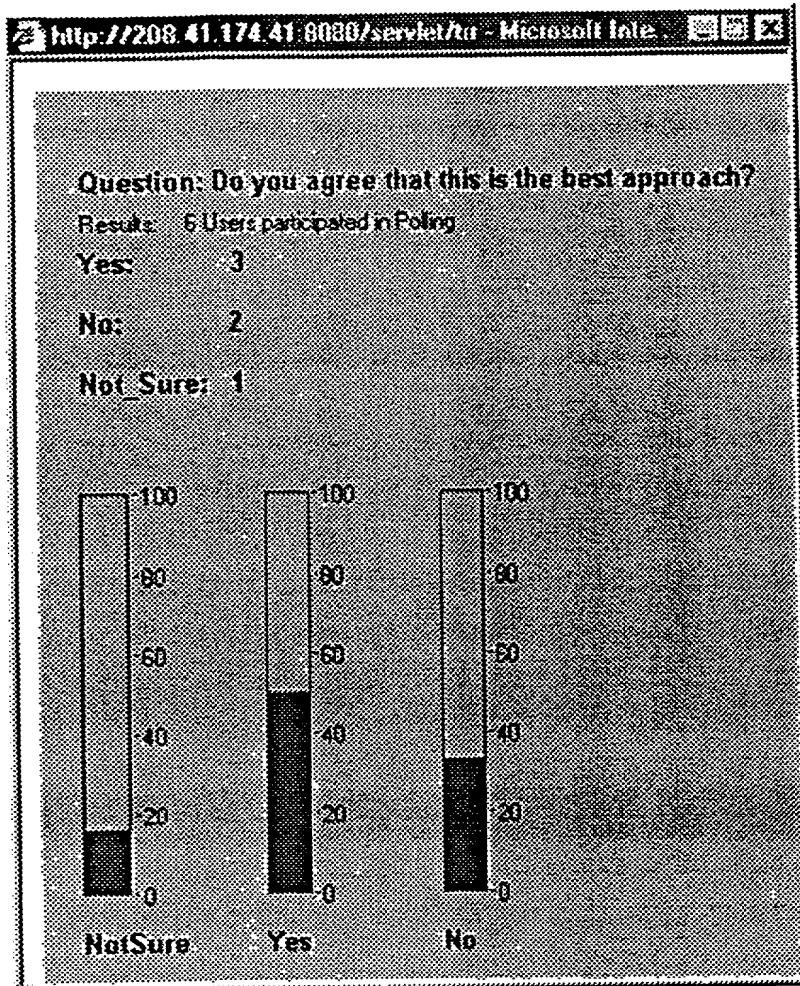


Fig. 5'd

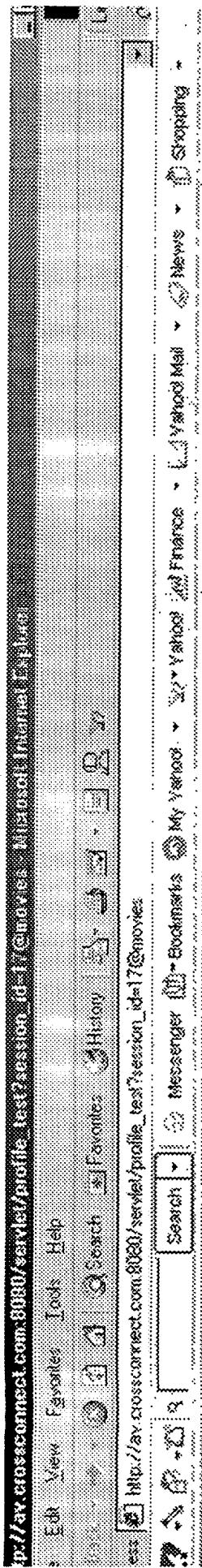


Figure 6

700

710

Name	Login Time
jack	10:7:8

Fig. 7

# Homepage

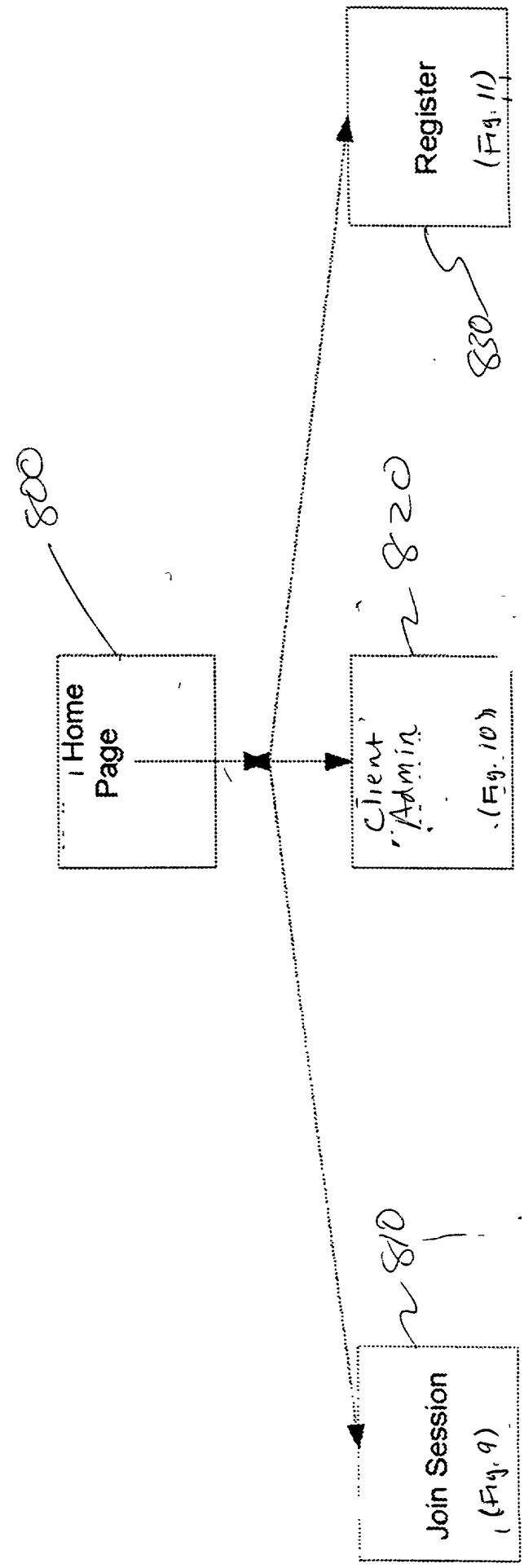


Fig. : 8'

# Join Session

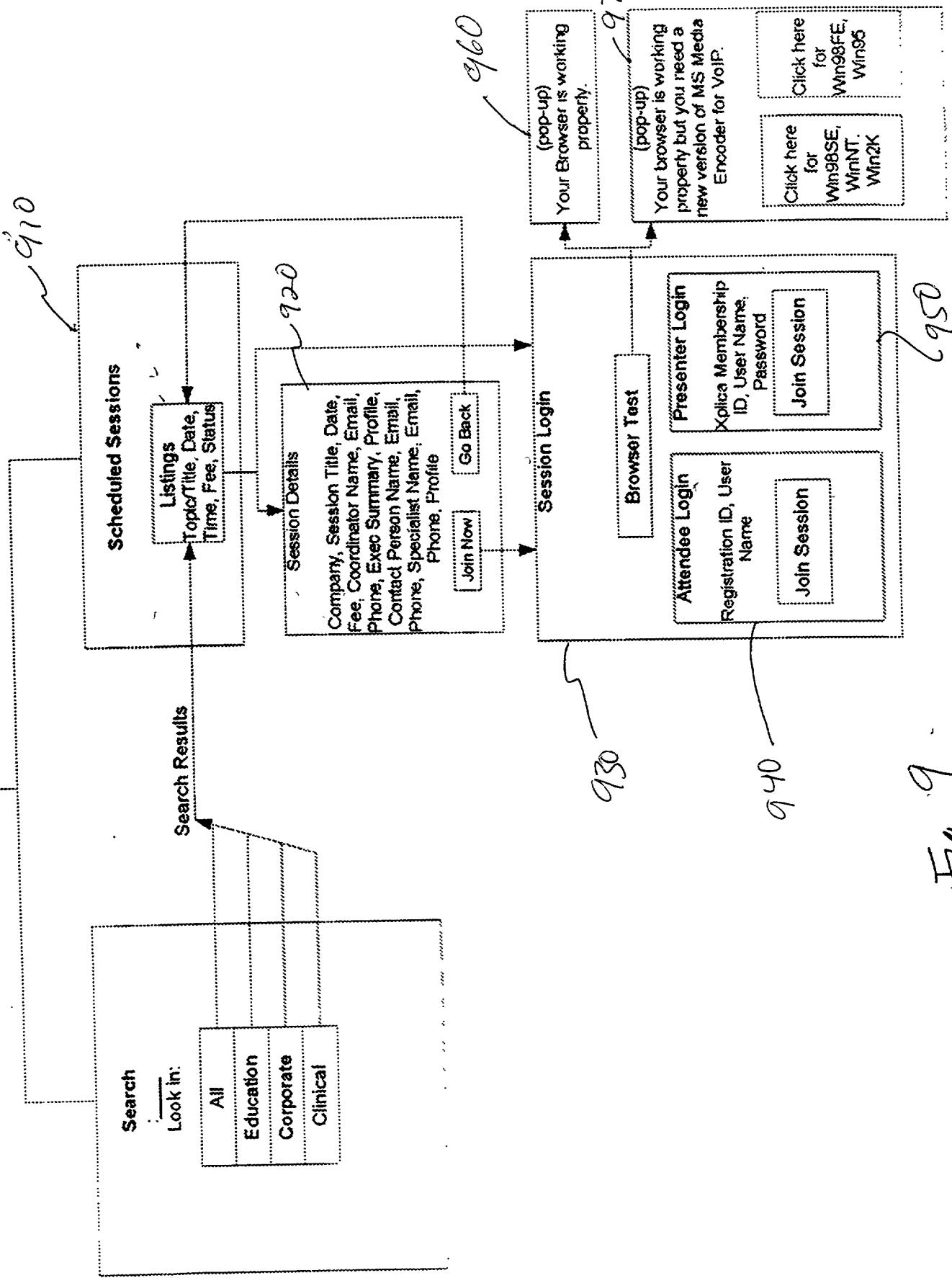


Fig. 9

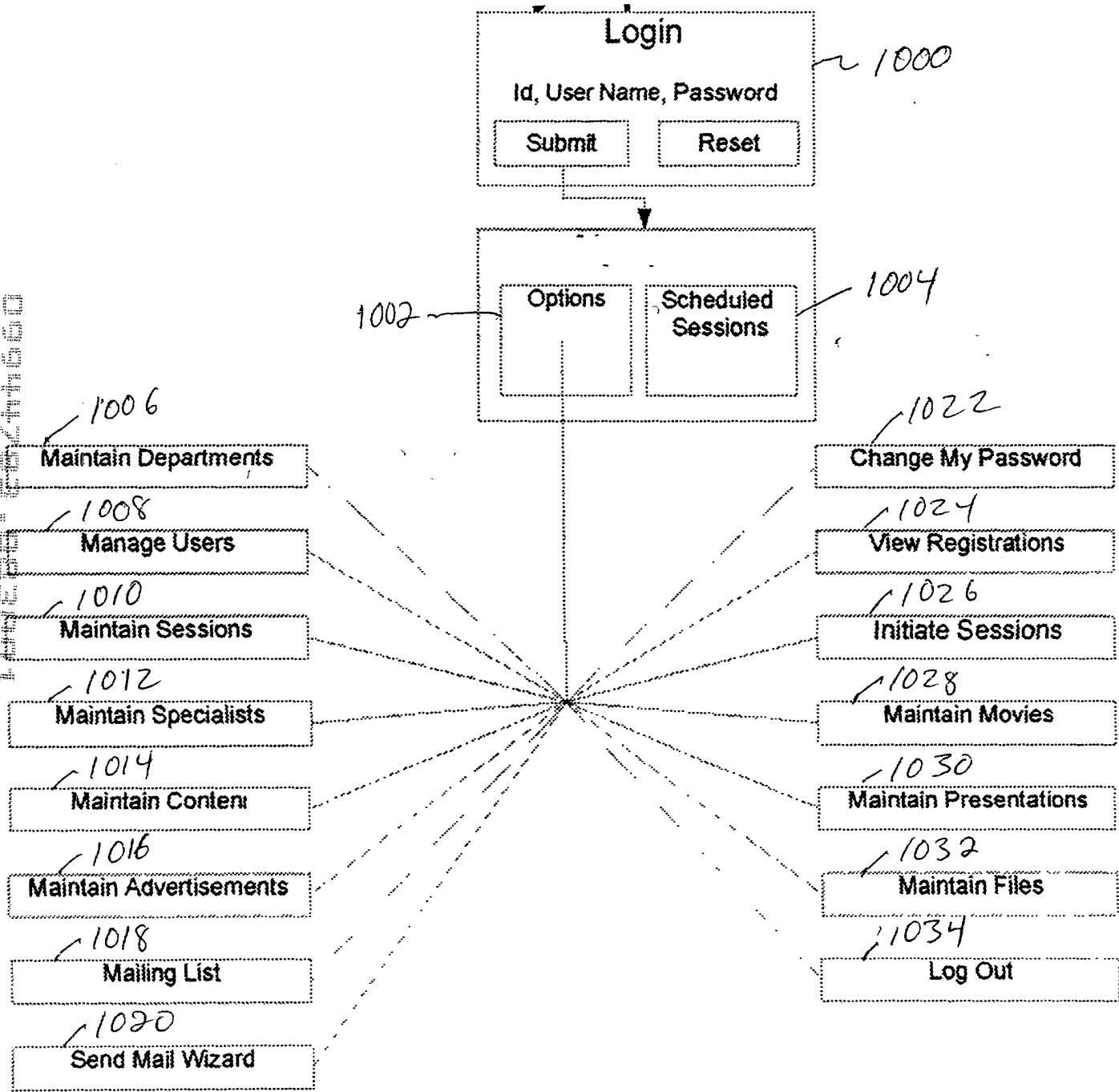


Fig. 10:a

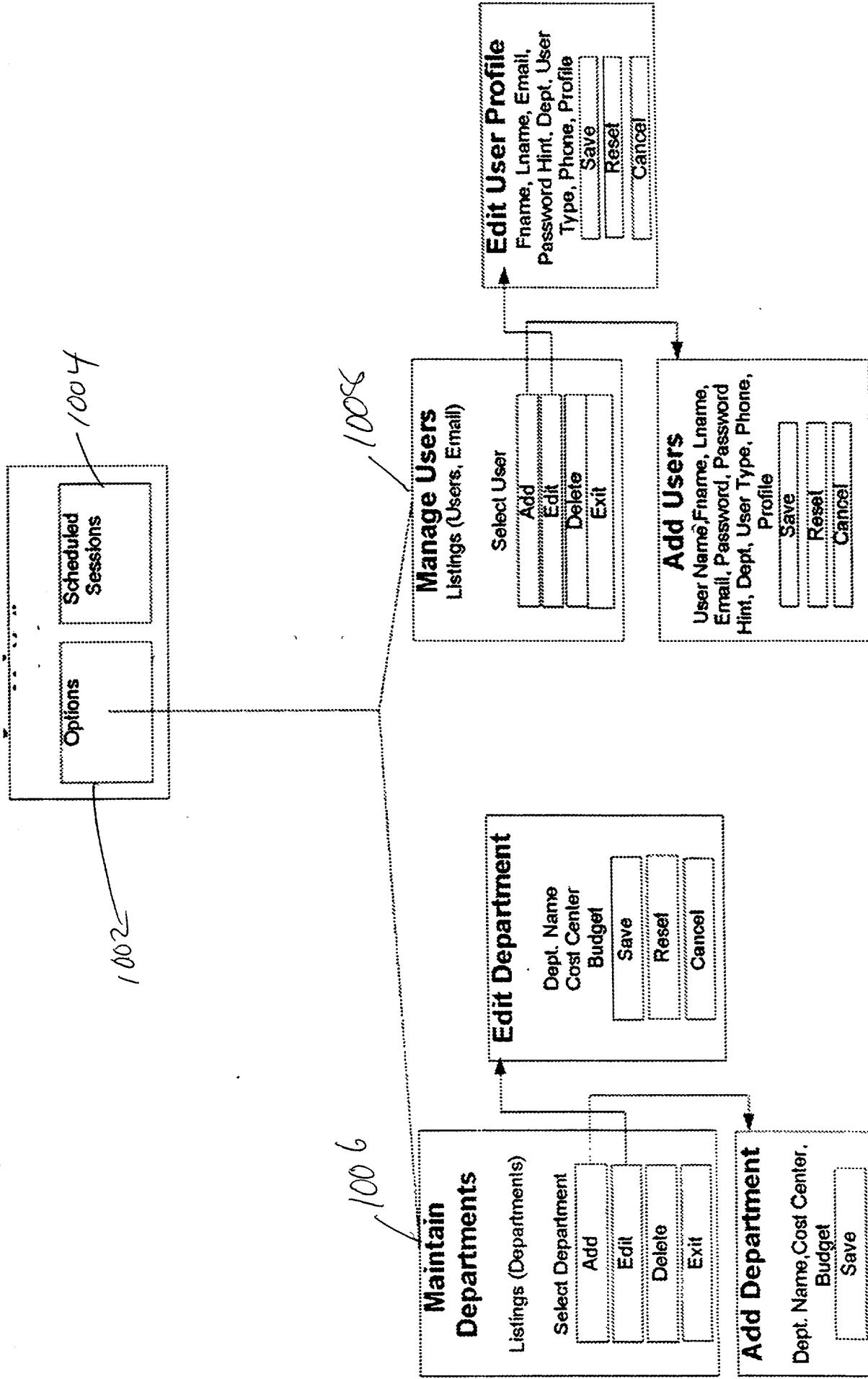
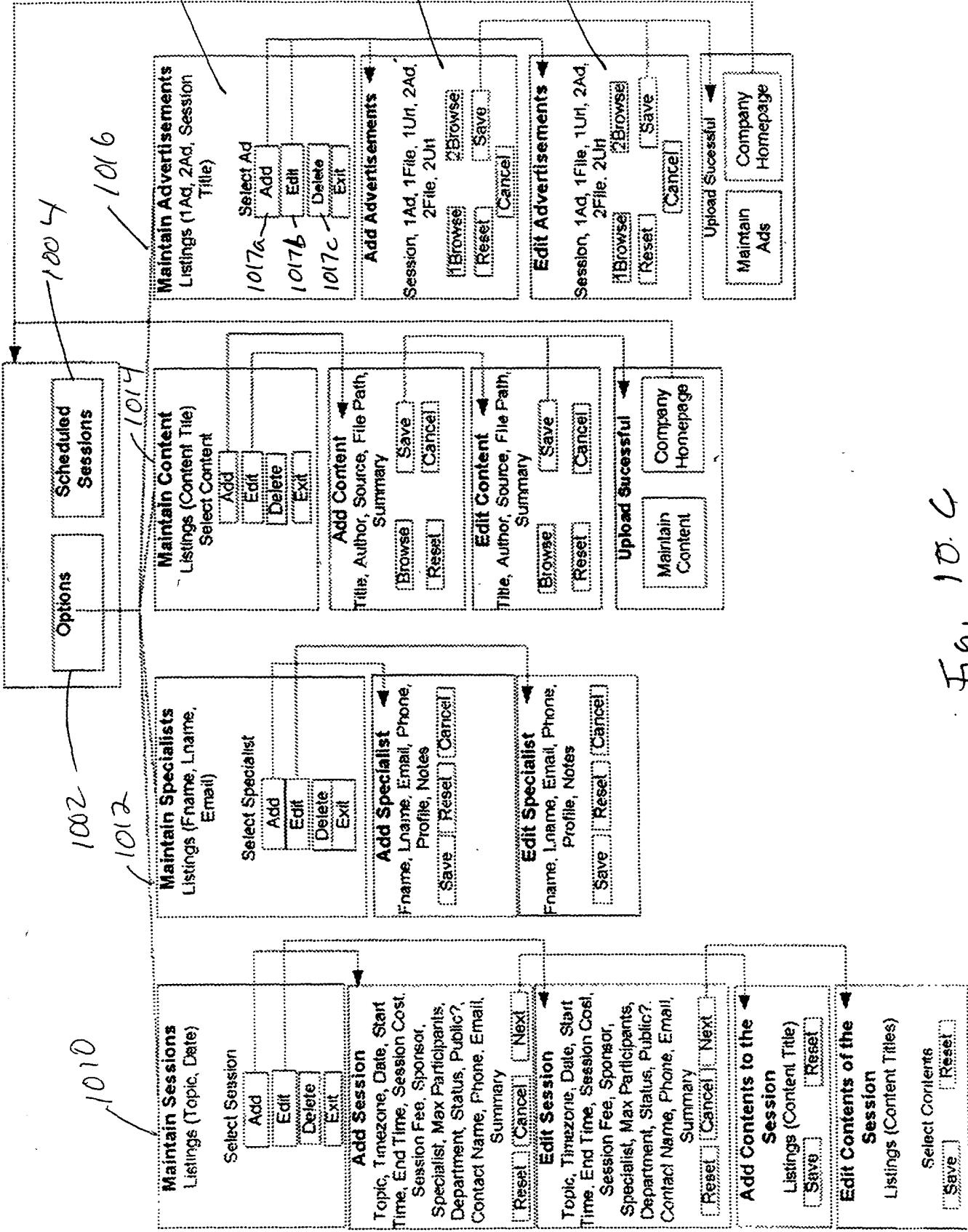
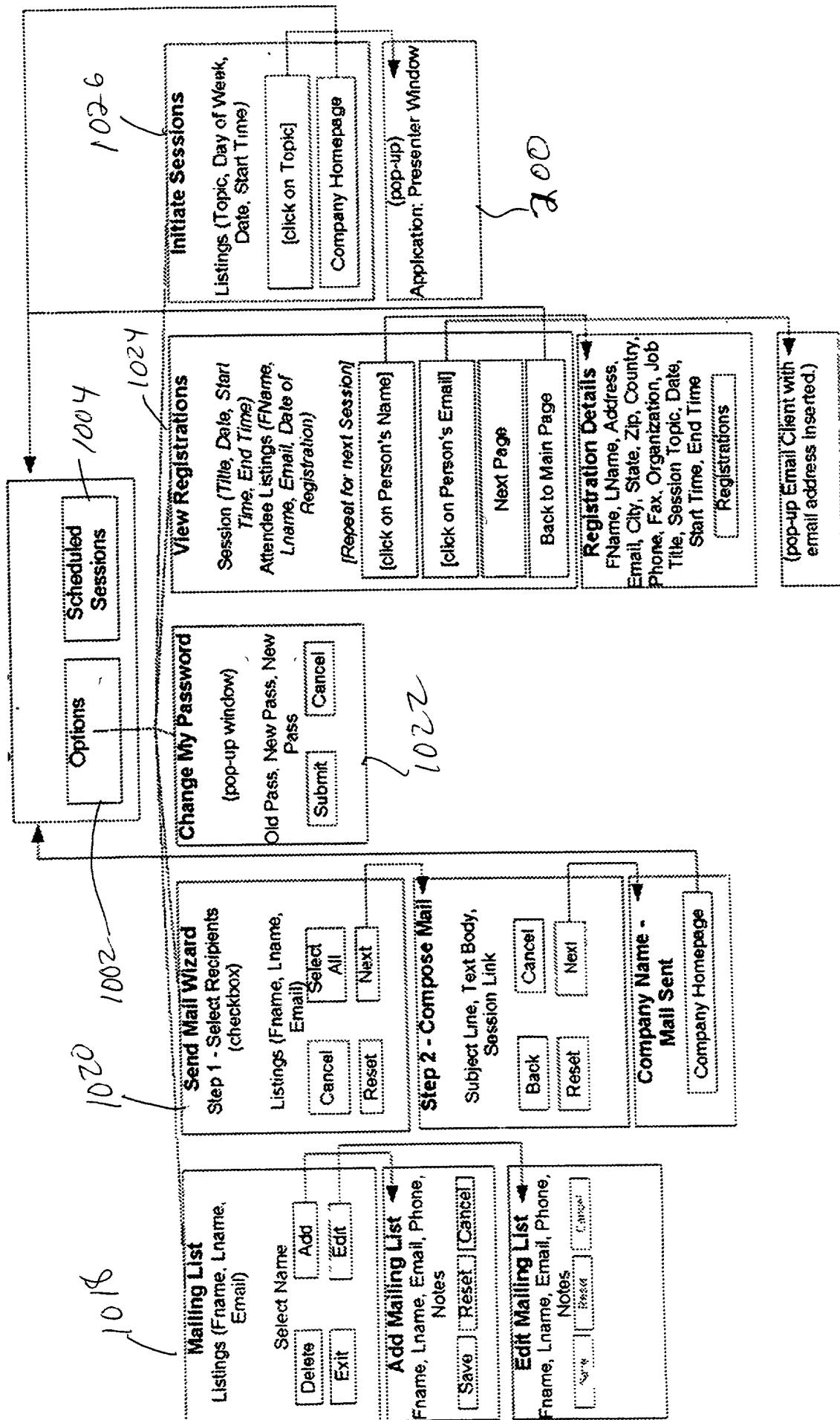


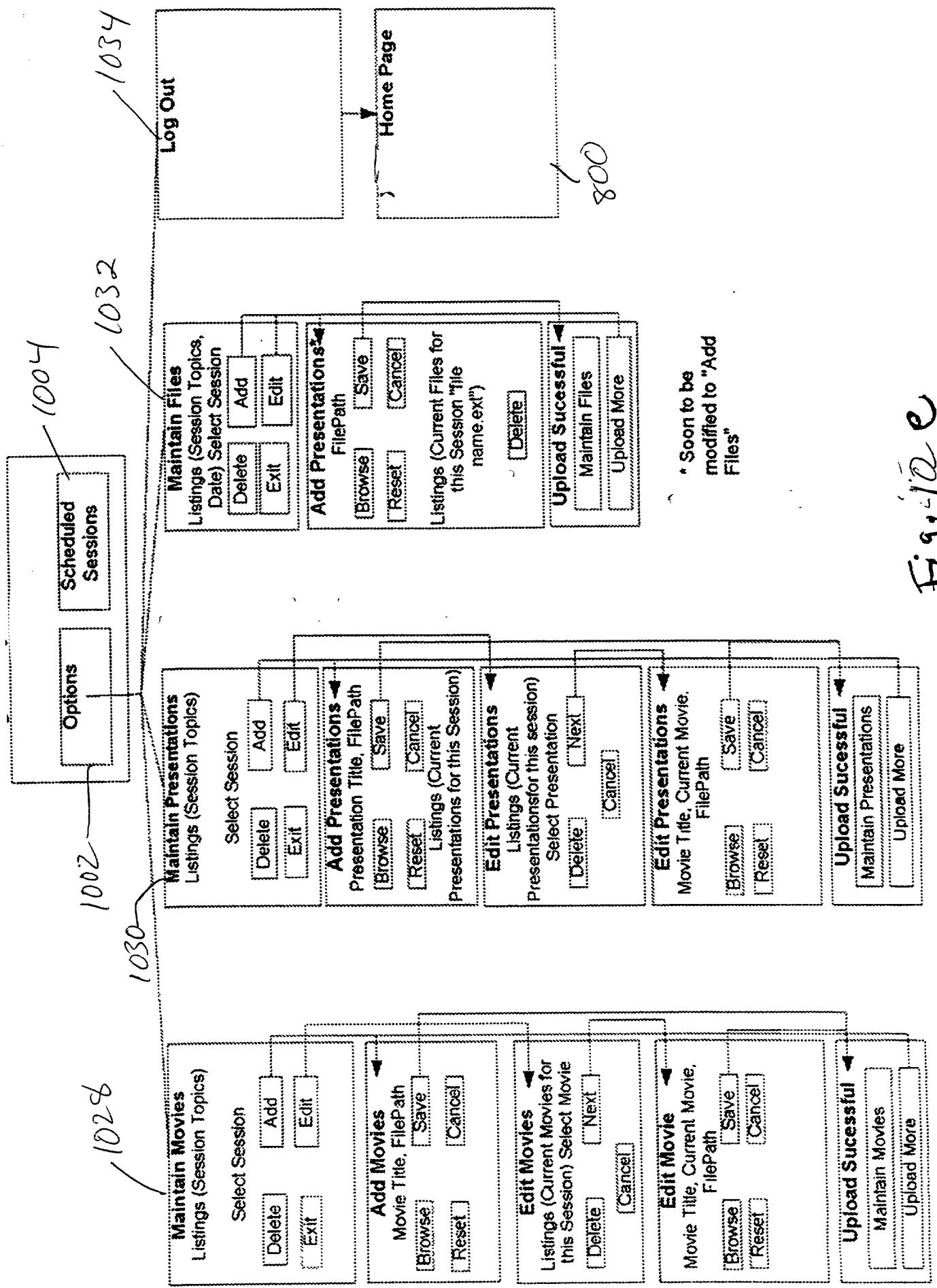
Fig. 106

Fig. 10.4

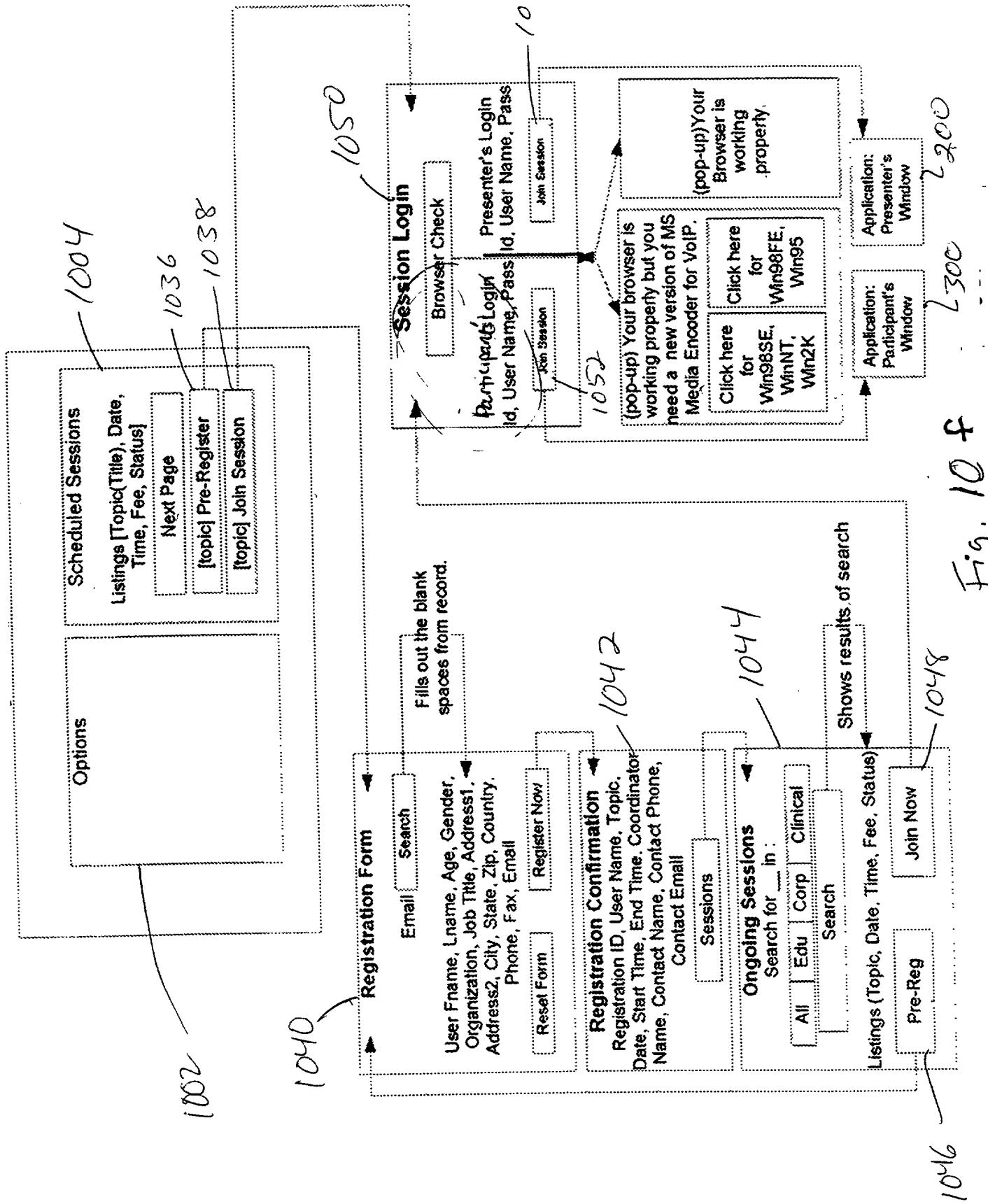




10.10 d



## Figures



# Register

## New Company Setup - Step 1

Acct Type (Corporate,  
University, Clinical),  
User Name, Password,  
Password Hint

1100

## Company Setup - Step 2

Company Name, Industry,  
Company Description,  
Contact Fname, Lname,  
Email, Address 1, Address2,  
Phone, Fax, Billing Address  
(same as contact), Address 1,  
Address2, City, State, Zip,  
Country

## University Setup - Step 2

University Name, Industry,  
Company Description,  
Contact Fname, Lname,  
Email, Address 1, Address2,  
Phone, Fax, Billing Address  
(same as contact), Address 1,  
Address2, City, State, Zip,  
Country

## Clinic Setup - Step 2

Clinic Name, Industry,  
Company Description,  
Contact Fname, Lname,  
Email, Address 1, Address2,  
Phone, Fax, Billing Address  
(same as contact), Address 1,  
Address2, City, State, Zip,  
Country

## Setup Confirmation

Membership ID: 1160  
Clinic Name, Contact Name,  
User Name, Phone, Fax,  
Billing Address 1, Address 2,  
City, State, Zip, Country,  
Contact Address 1, Address 2,  
City, State, Zip, Country

[support@xplica.com](mailto:support@xplica.com) [Login](#)

My Xplica

Fig 11

## Setup Confirmation

Membership ID: 1150  
University Name, Contact  
Name, User Name, Phone,  
Fax, Billing Address 1,  
Address 2, City, State, Zip,  
Country, Contact Address 1,  
Address 2, City, State, Zip,  
Country

[support@xplica.com](mailto:support@xplica.com) [Login](#)

My Xplica

## Setup Confirmation

Membership ID: 1140  
Company Name, Contact  
Name, User Name, Phone,  
Fax, Billing Address 1,  
Address 2, City, State, Zip,  
Country, Contact Address 1,  
Address 2, City, State, Zip,  
Country

[support@xplica.com](mailto:support@xplica.com) [Login](#)

My Xplica

Figure 12

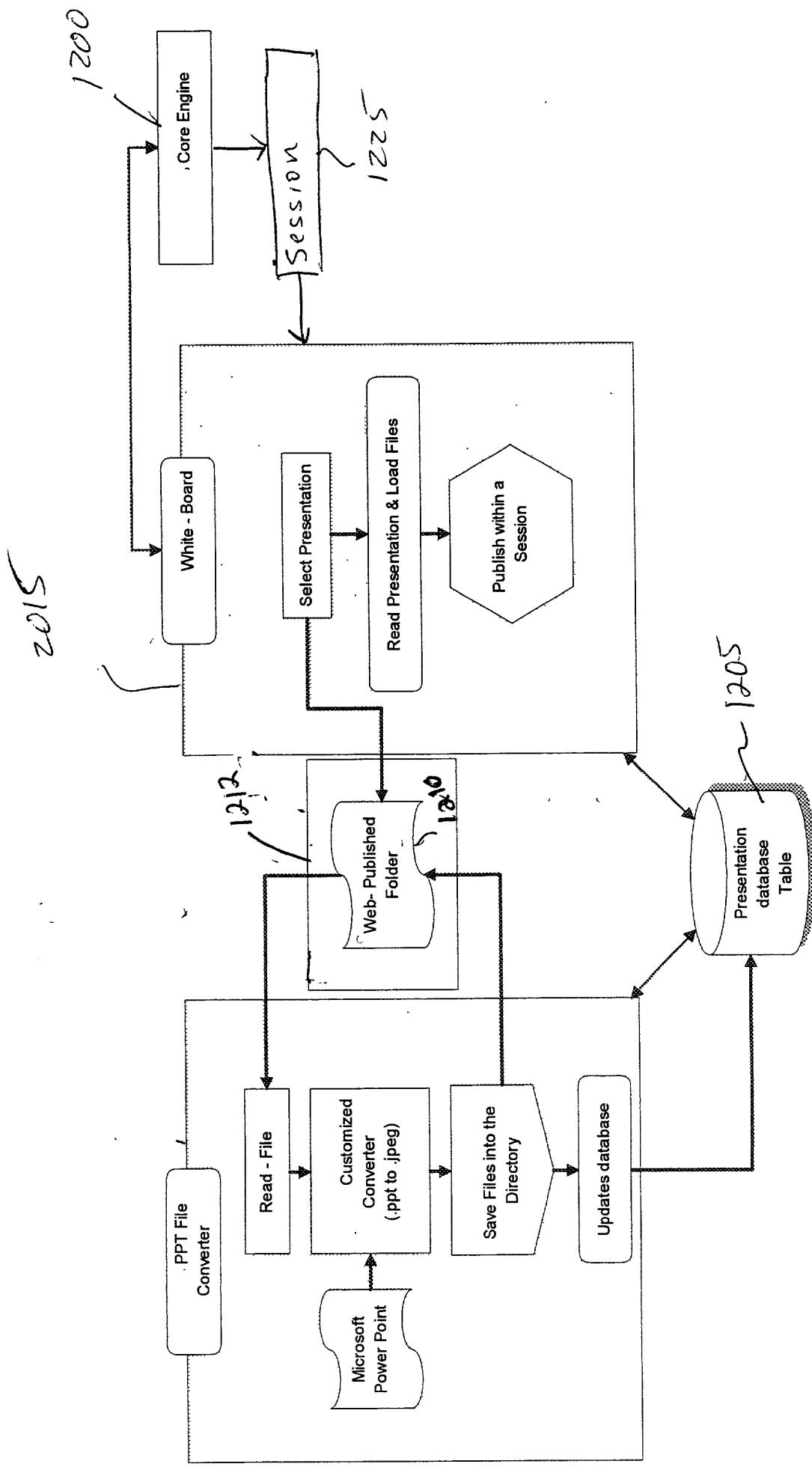
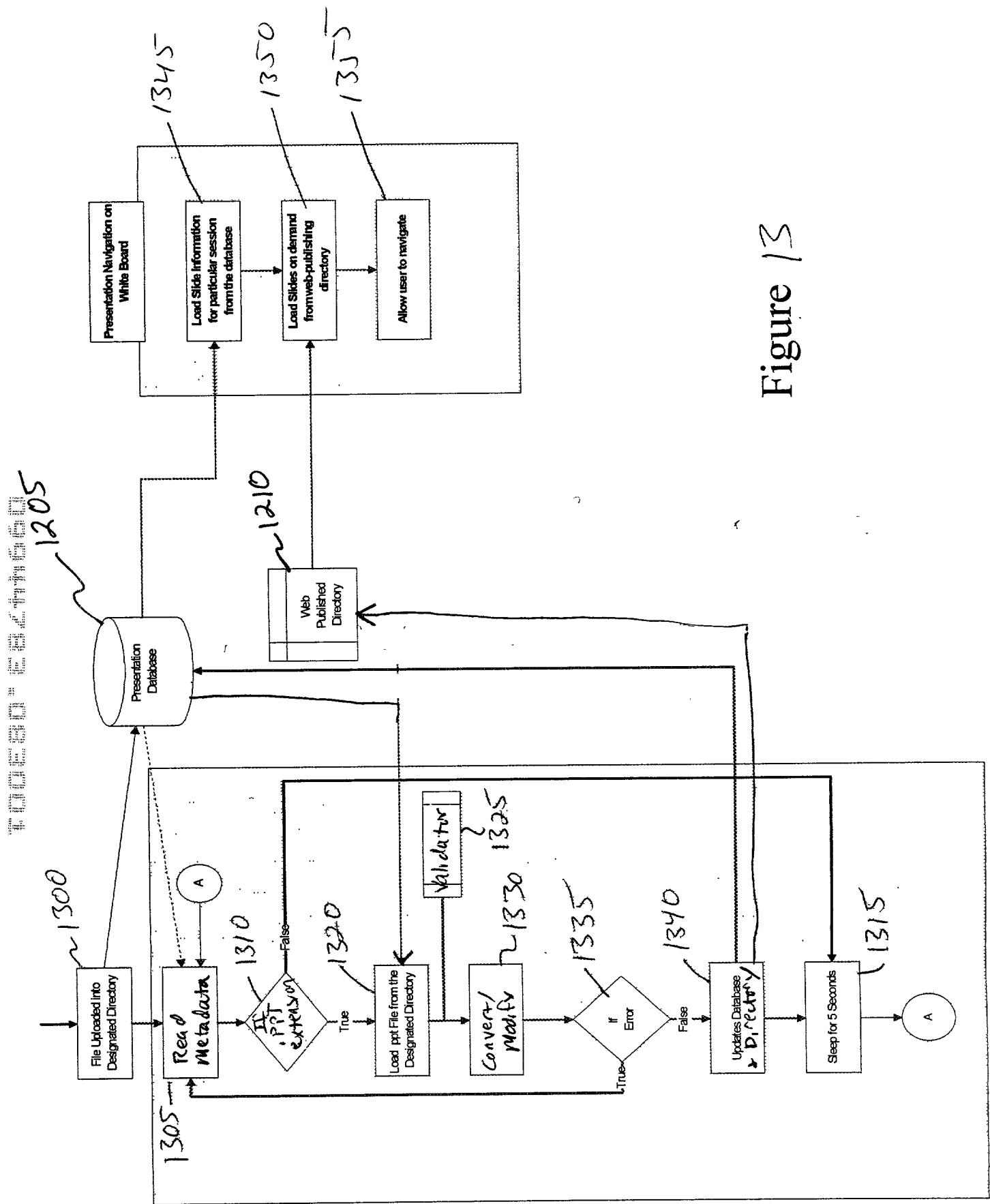


Figure 13



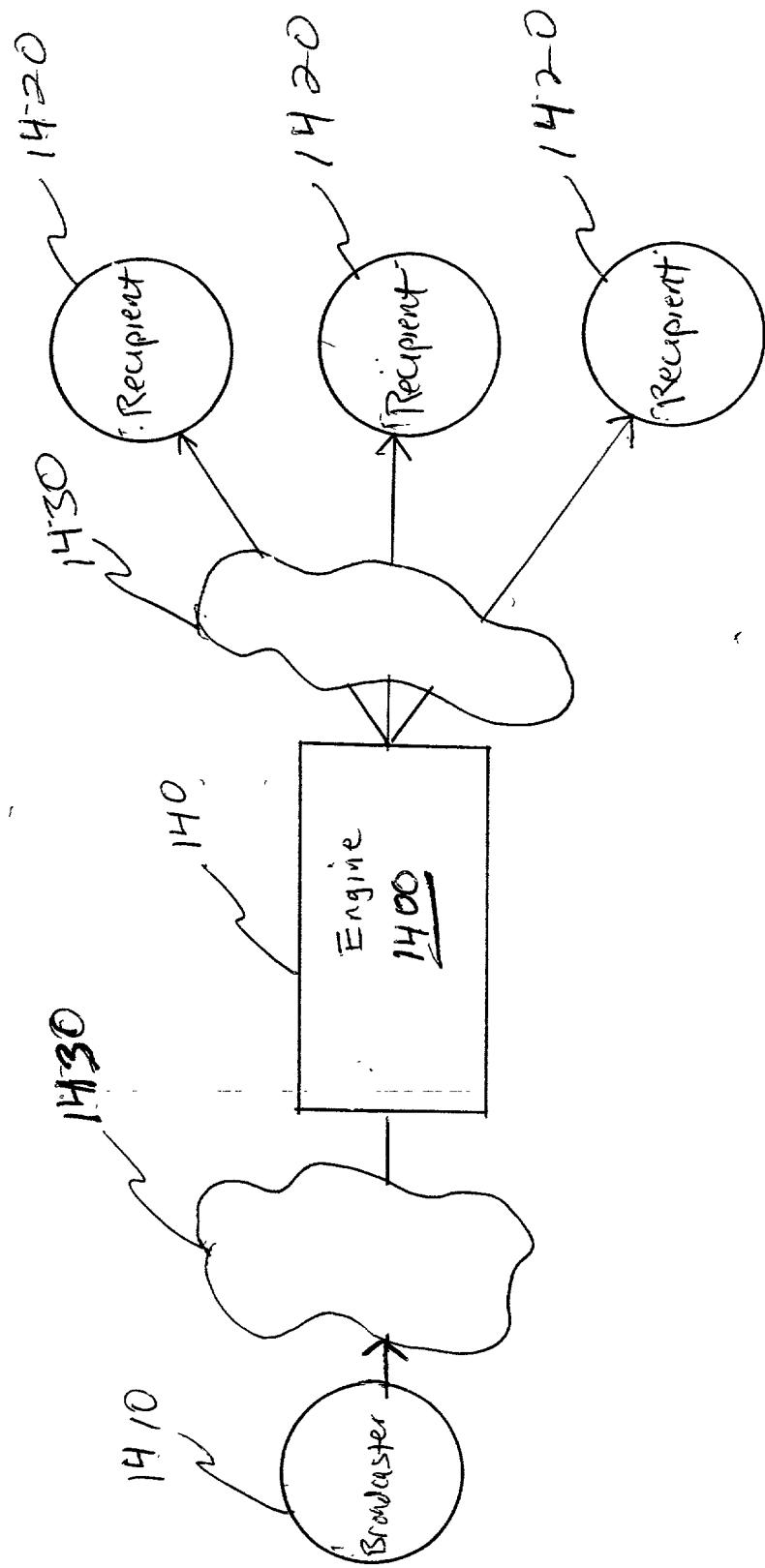


Figure 14

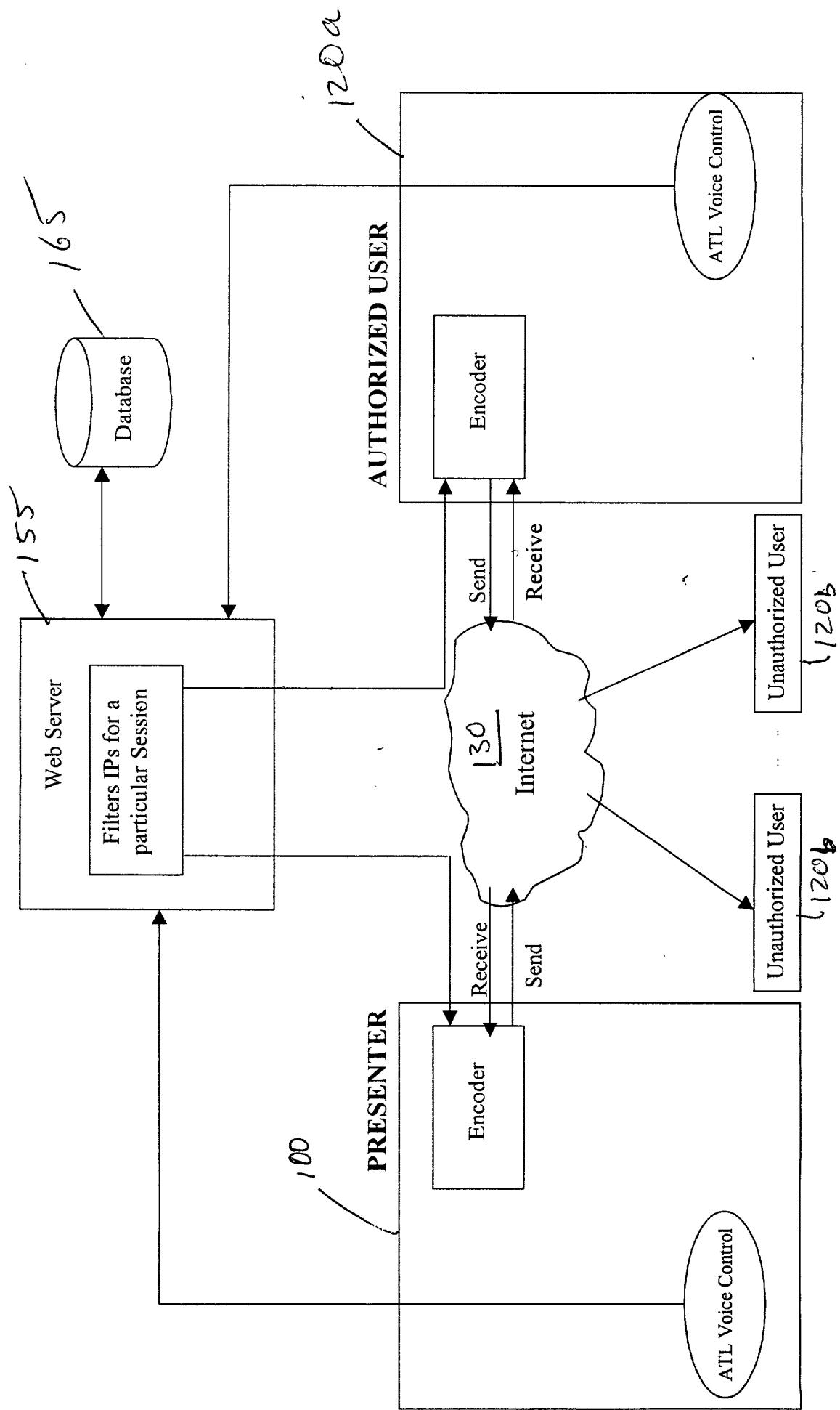


Figure 15

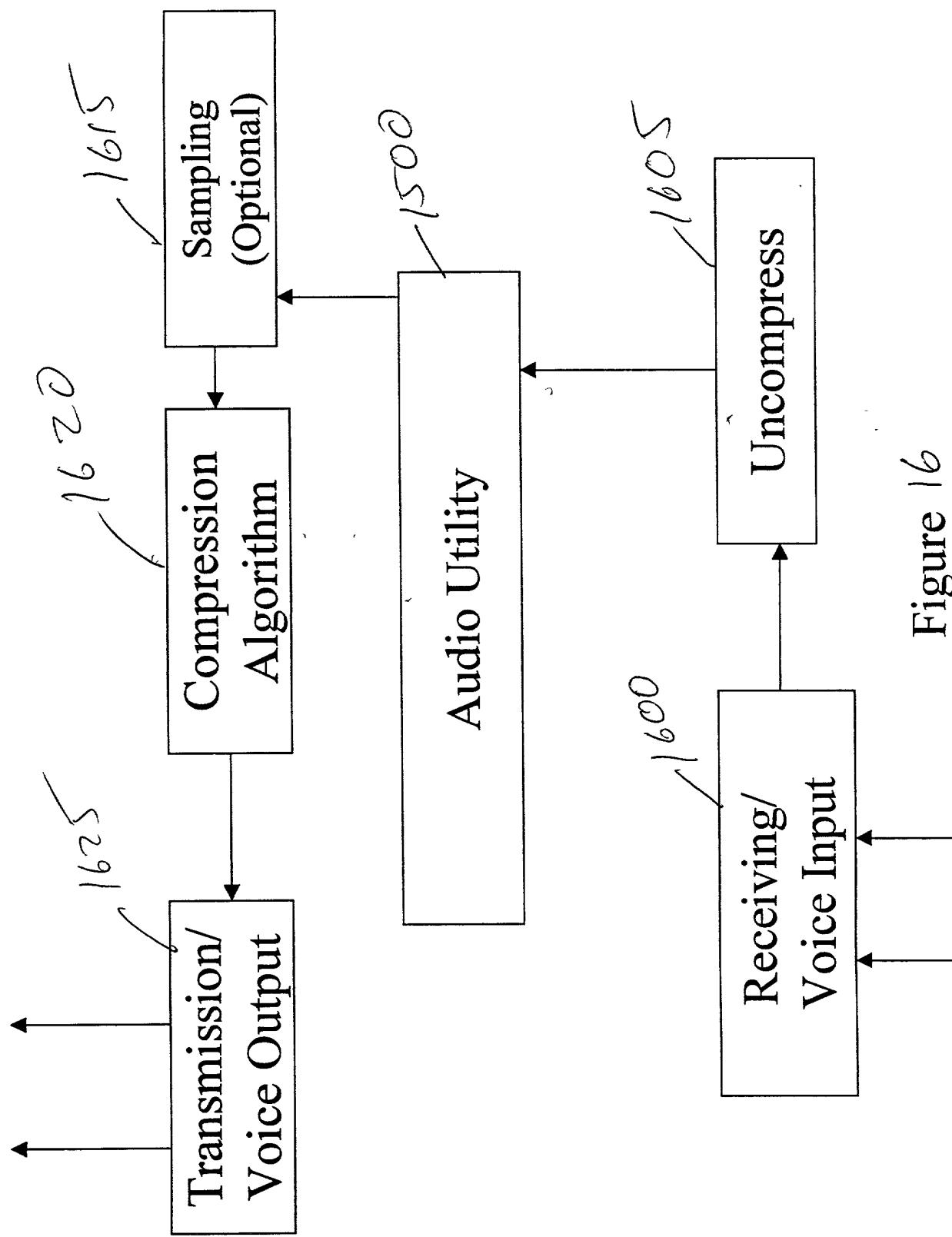


Figure 16

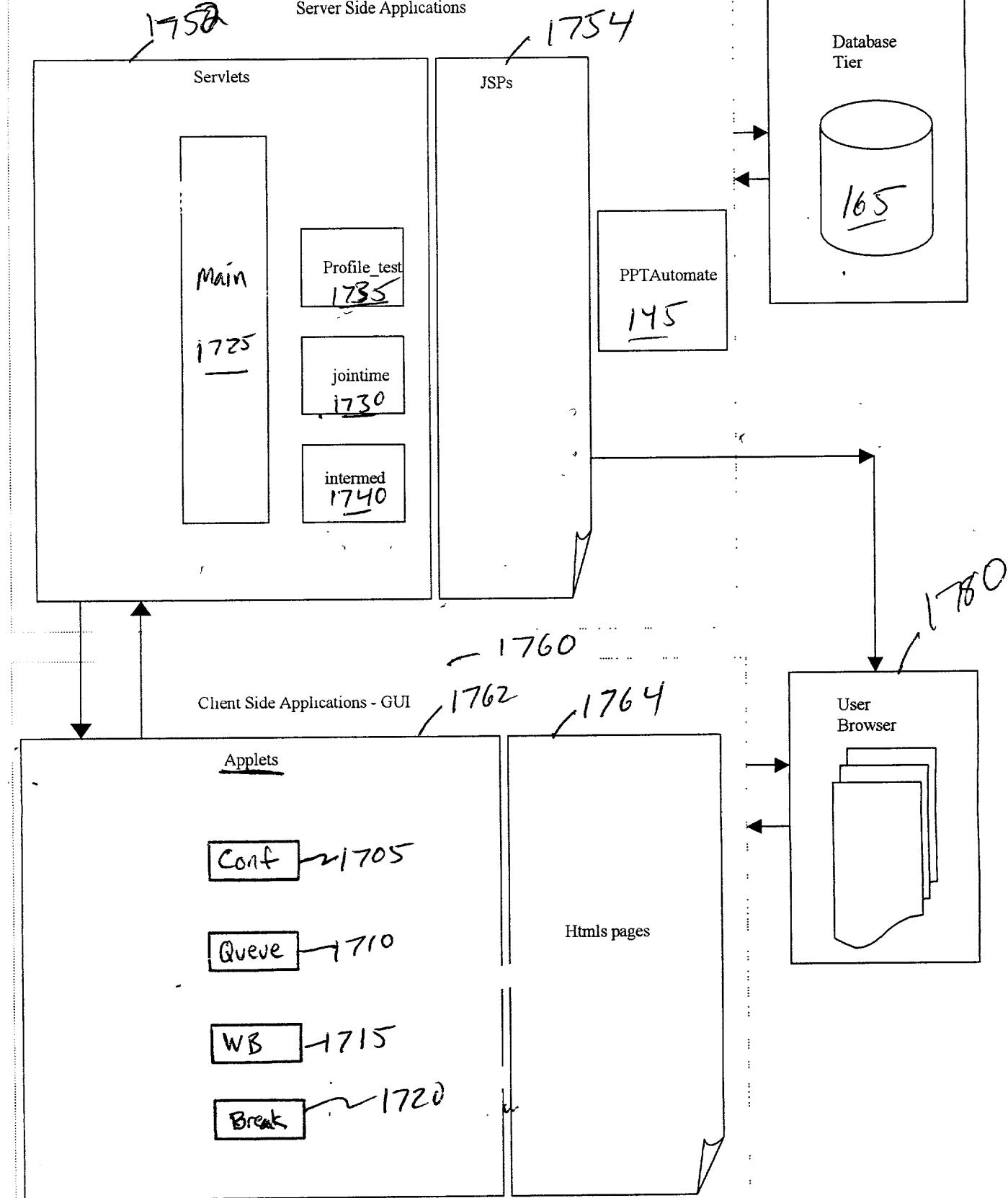


Figure 17a

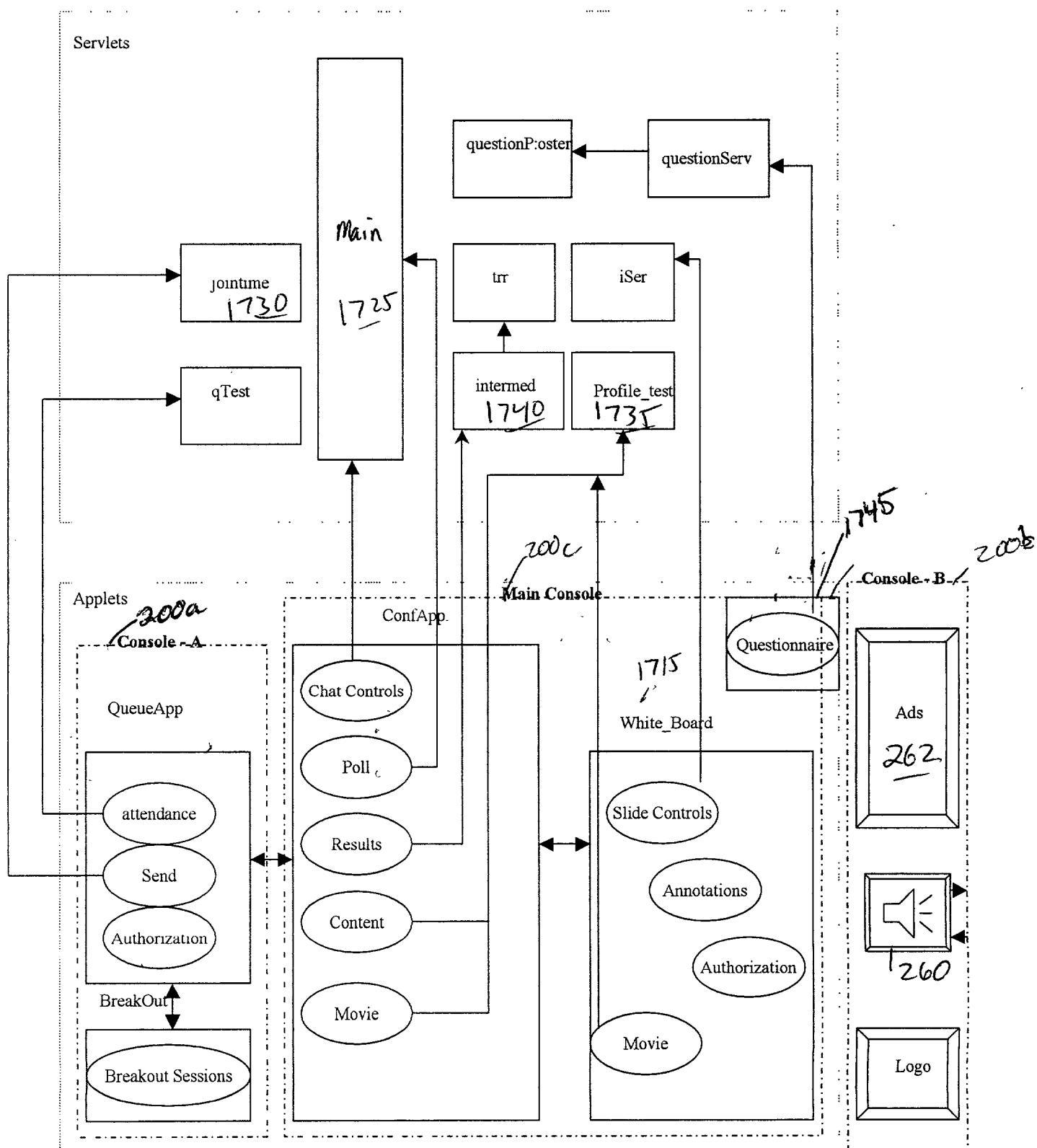


Figure 175

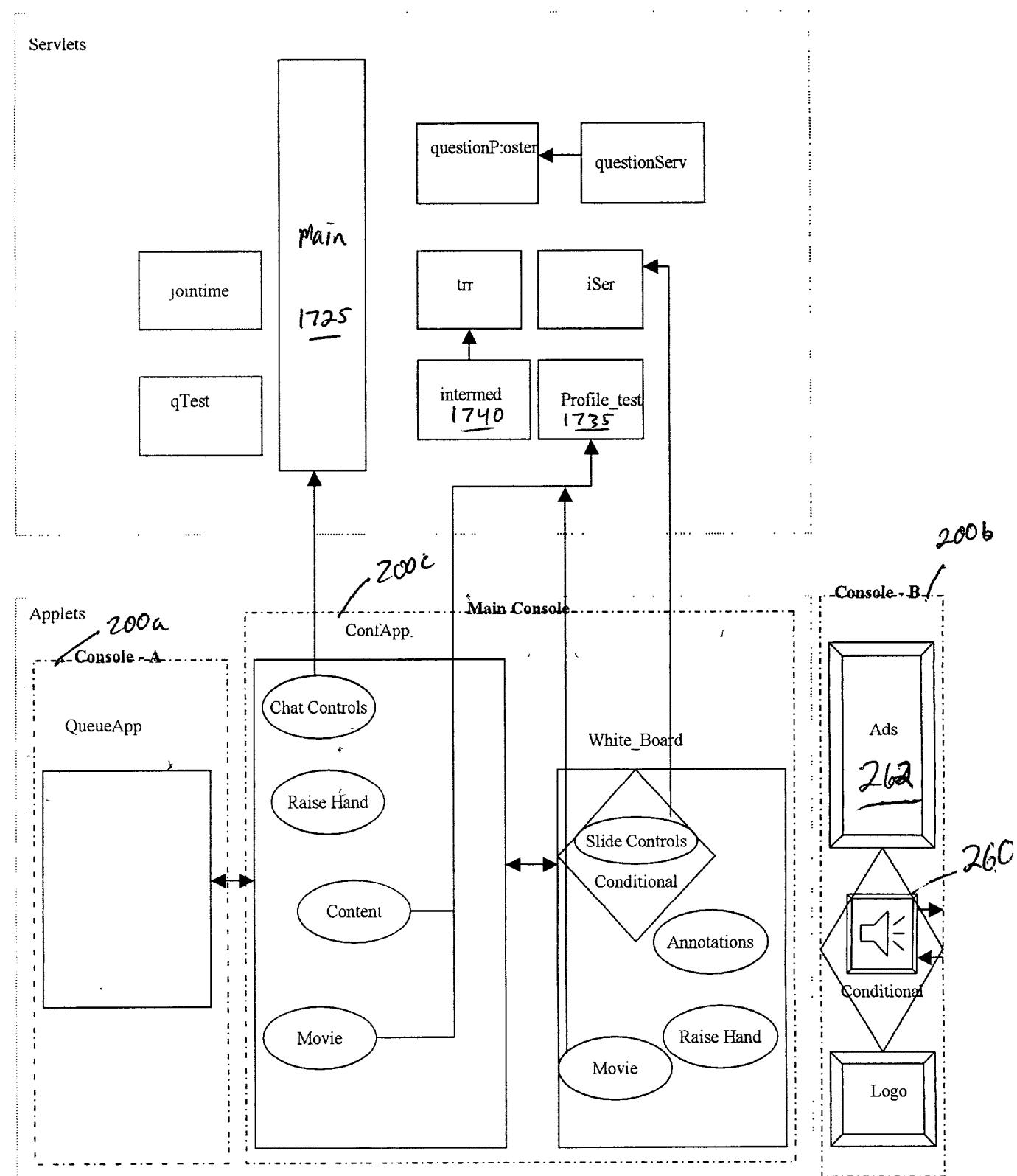


Figure 17c

## Conference Applet

1705 →

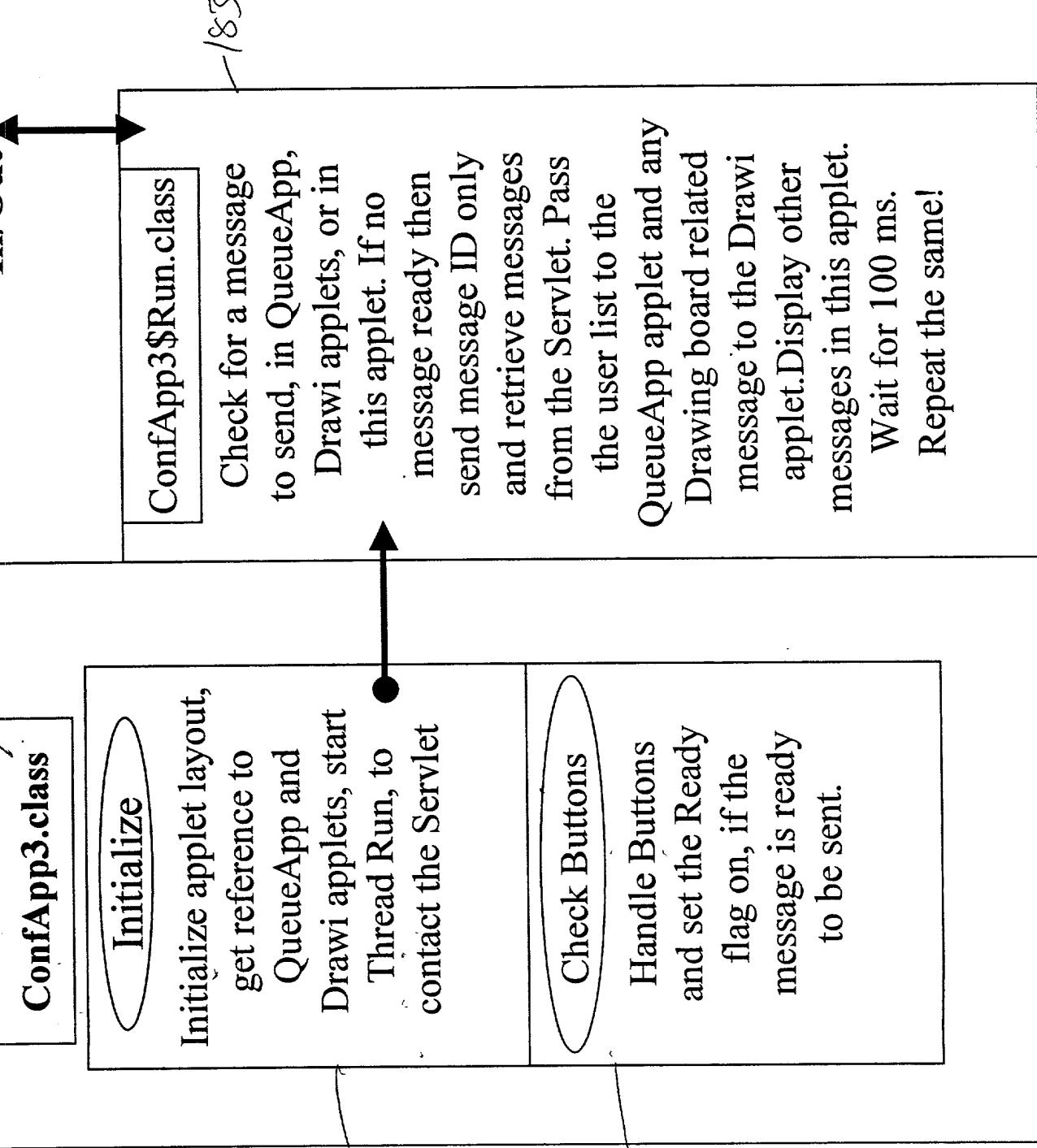


Figure 18a

1834

Handle Buttons  
and set the Ready  
flag on, if the  
message is ready  
to be sent.

Initialize applet layout,  
get reference to  
QueueApp and  
Drawi applets, start  
Thread Run, to  
contact the Servlet

Initialize

ConfApp3.class

1836

Check for a message  
to send, in QueueApp,  
Drawi applets, or in  
this applet. If no  
message ready then  
send message ID only  
and retrieve messages  
from the Servlet. Pass  
the user list to the  
QueueApp applet and any  
Drawing board related  
message to the Drawi  
applet. Display other  
messages in this applet.  
Wait for 100 ms.  
Repeat the same!

ConfApp3\$Run.class

## Queue Applet

1710 →

1840

### QueueApp.class

Initialize

Initialize the layout according to the user's type. Obtain reference to the BreakOut applet if the user is Presenter, and initiate a separate thread to monitor it.

Run Thread

Check for breakOut message if available then set the flag On. Wait for 1 second. Repeat the same!

Check Buttons

Handle Buttons and set the message variables accordingly.

1844

Figure 184

1846

1715 ~

## White\_Board Applet

### White\_Board.class

1856  
Creating an instance of White Board, and get the Context of ConfApp3 and QueueApp applets

1858  
getSlides  
Connects to the Server and get slides in byte format and update the slide counter

1860  
paint  
Draw the heading of sessions and also paint other messages on board when required

### MyCanvas.class

1852  
Set the Layout of White Board, it defines all kind of mouse and icon button events, rollover button events and also use for having an event to display the hand image on hand raised.

1864  
drawAll  
Draw the object on the board by inspecting the drawing string received from the server by ConfApp3 applet

1866  
createImage  
Creating the Images from byte stream and display them on White Board

1854  
Drawing.class, Point.class and SessionArchive.class

1870  
Point  
Create an instance of Drawing Object

1874  
SessionArchive  
Send the Archive to server for permanent storage and retrieve when required to display the archive of drawings, slides and slides with drawings

1868  
toString  
The overridden method used to return the string of each drawing user draw on drawing board

1876  
actionPerformed  
Handles all the button events, creates instance of drawing object, sessionarchive if required, and sending drawing to server.

1878  
MouseHandler  
Handles all the events occurred through mouse like button rollover images and mouse move events

Figure 18c

## Breakout Applet

### BreakOut.cls

1884  
Create an instance of dialog window to manipulate break out Session info.

### Initialize

1886  
1888  
1890  
1892  
1894  
1896  
1898  
1899  
1882  
1880  
1878  
1876  
1882  
1882

Layout the dialog Window for break out Session manipulation

### actionPerformed

Handle buttons and set the break out string variable accordingly.

### HandleTask

1890  
1892  
1894  
1896  
1898  
1899  
1882  
1880  
1878  
1876  
1882  
1882

### itemStateChanged

1894  
Switch users from one session to an other. Call fillChoices.

### BreakOut\$BreakFrame\$DialogWin.class

### fillChoices

1892  
Called for laying out the lists of break-out sessions and their respective audience, for manipulation.

Figure 18d

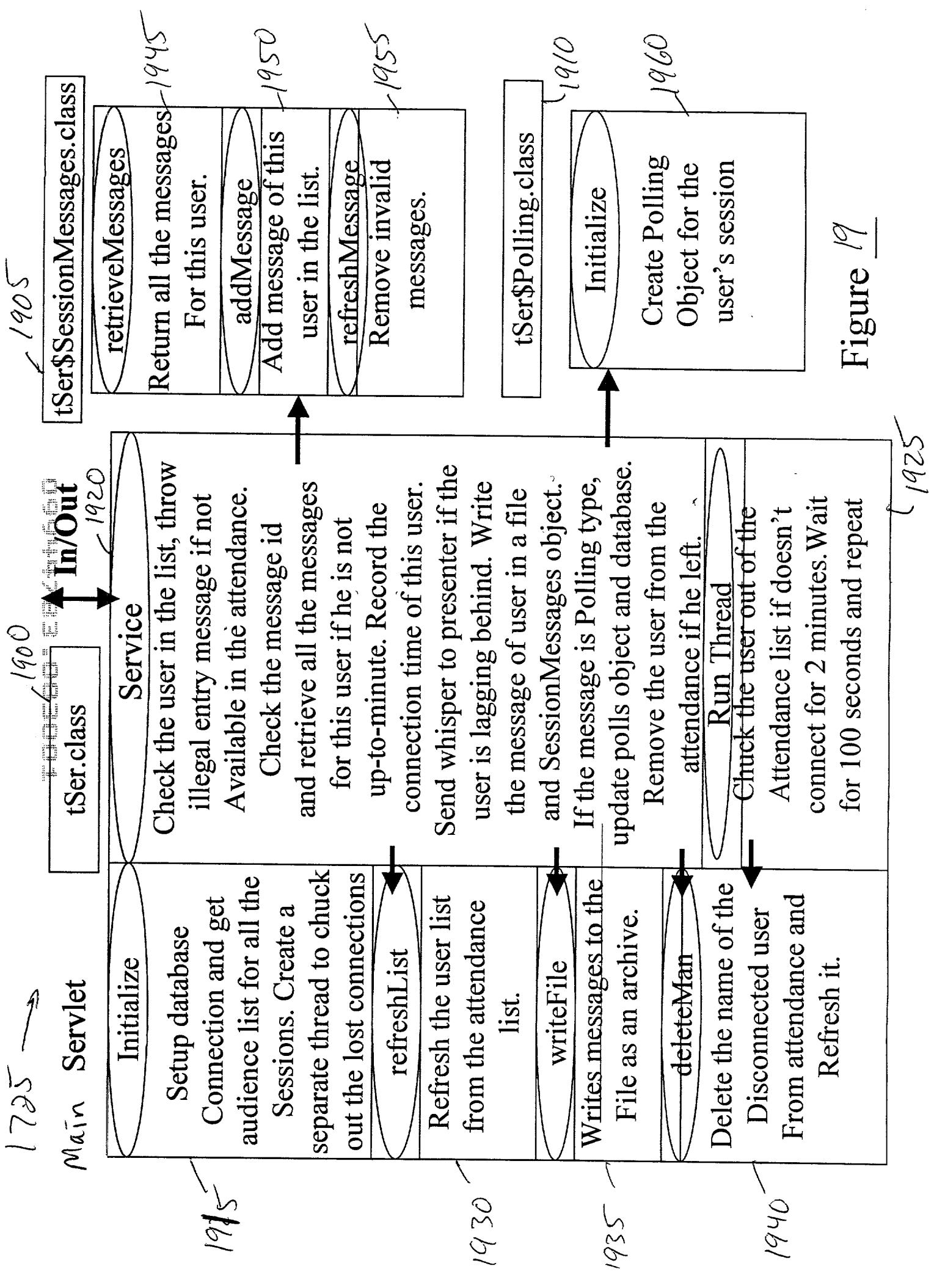


Figure 19

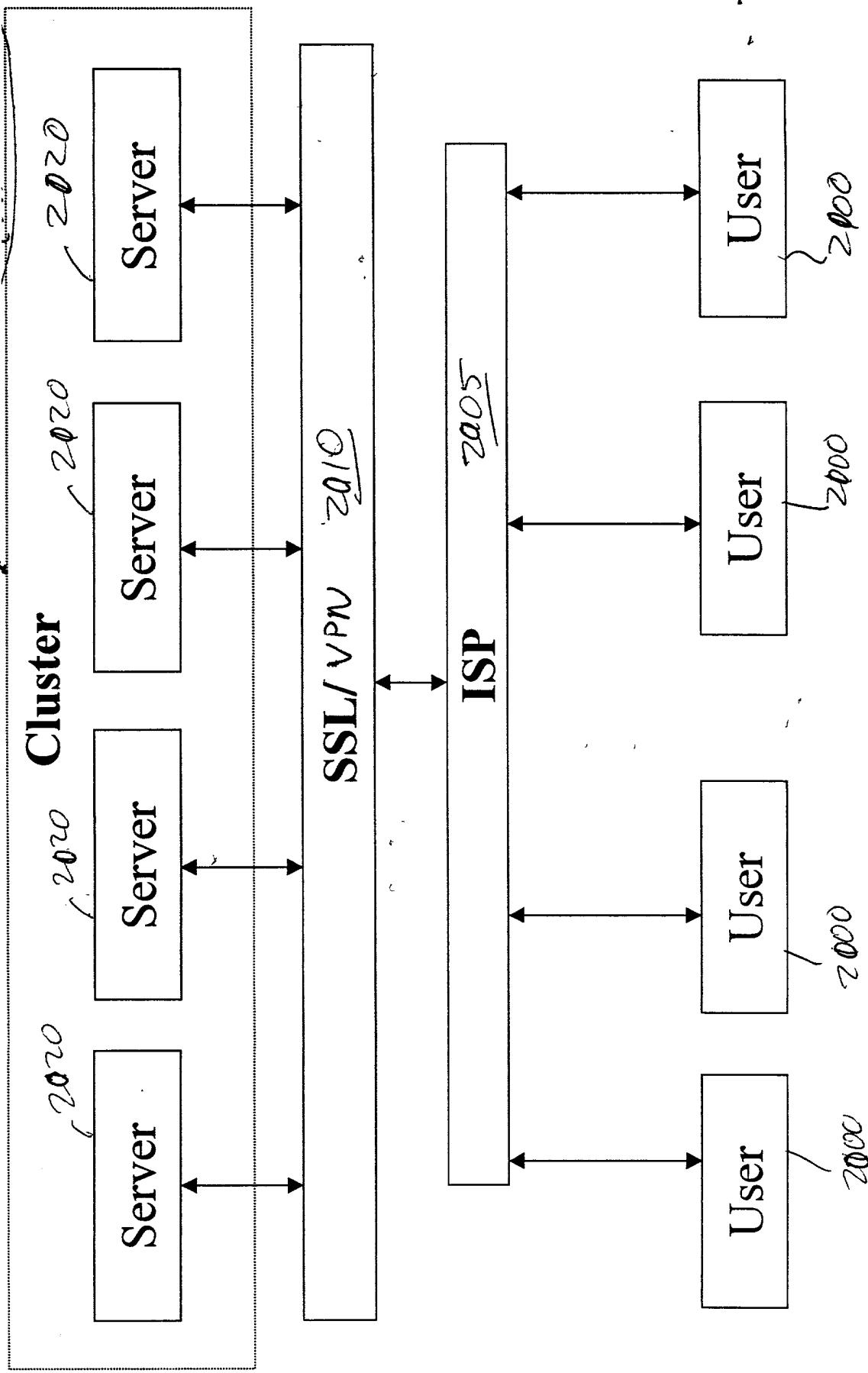


Figure 29

### Communication Controls

Whiteboard

Polling

Comments/  
Whisper

Questions/  
Answers

### Session Management Controls

Hand Raising

Authorizations

Attendance

Web  
Touring

Break Out  
Sessions

### Reporting and Additional Controls

Results

Movie

Help

Contents

Pre & Post  
Questionnaire  
/Test

Figure 21

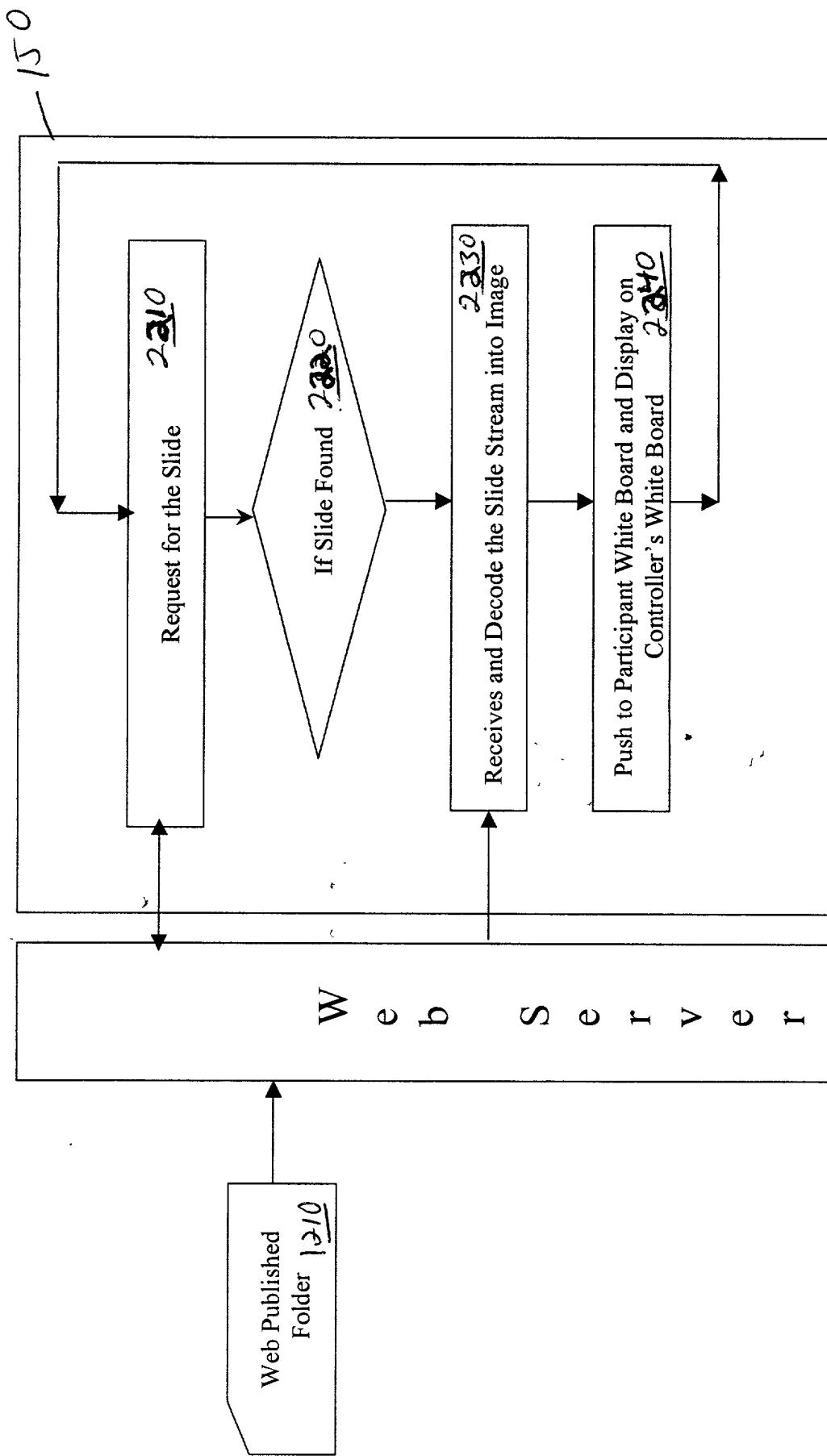


Figure 22